

Dragon Breath Summary

- **Dragon damage:** Tail does 3 damage and a re-roll. Claw now does 6 damage; jaws now do 12 damage.
- **Black - Disease:** Five health in the target army are killed, no saves possible. The target army ignores all its ID results until the beginning of the army owner's next turn.
- **Blue - Lightning:** Five health in the target army must save or be killed. The target army can only roll for saves until the beginning of the army owner's next turn.
- **Gold - Turn to Stone:** Five health in the target army are killed, no saves possible. Target army's maneuver results halved until the beginning of the army owner's next turn.
- **Green - Poisonous Cloud:** Five health in the target army must save or be killed. Those that are killed must save again or be buried. Target army's missile results are halved until the beginning of the army owner's next turn.
- **Red - Flame:** Five health in the target army are killed, no saves possible. The units killed must then save or be buried.

Dragonkin Breath Summary

- **Rare dragonkin Breath** - (all colors) Kills 3-health worth of the target army (Dragonkin Owners Choice) with no saves possible.
- **Dragonkin Champion's Breath** - (all colors) Kills 4-health of the target army (dragonkin owner's choice) with no saves possible.

Miscellaneous

- Dragonkin taken as casualties from an attacking dragon/dragonkin's breath are buried rather than merely sent to the dead area.
- When killed from a non-dragon breath source, dragonkin are returned to the summoning area, and may be re-summoned as usual.
- Dragonkin breath has no affect against attacking dragons.
- Dragonkin taken as casualties from a 'kill and bury' effect are only killed. Dragonkin can only be buried when taken as casualties from dragon breath or via the Coral Elf spell 'Degenerate Dragonkin.'